

Treasure Chests

Copper 1: 1 conquest token, 1 health potion, 200 coins

Copper 2 : 1 copper treasure, 1 curse, 200 coins

Copper 3 : 2 copper treasures, 1 curse

Silver 1: 1 silver treasure, 2 curses

Silver 2: 1 training token, 3 curses, 1 silver treasure

Silver 3: 1 silver treasure, 200 coins, 2 curses

Gold 1 : 1 gold treasure, 1 curse, 1 vitality potion

Gold 2 : 1 gold treasure, 2 curses, 300 coins

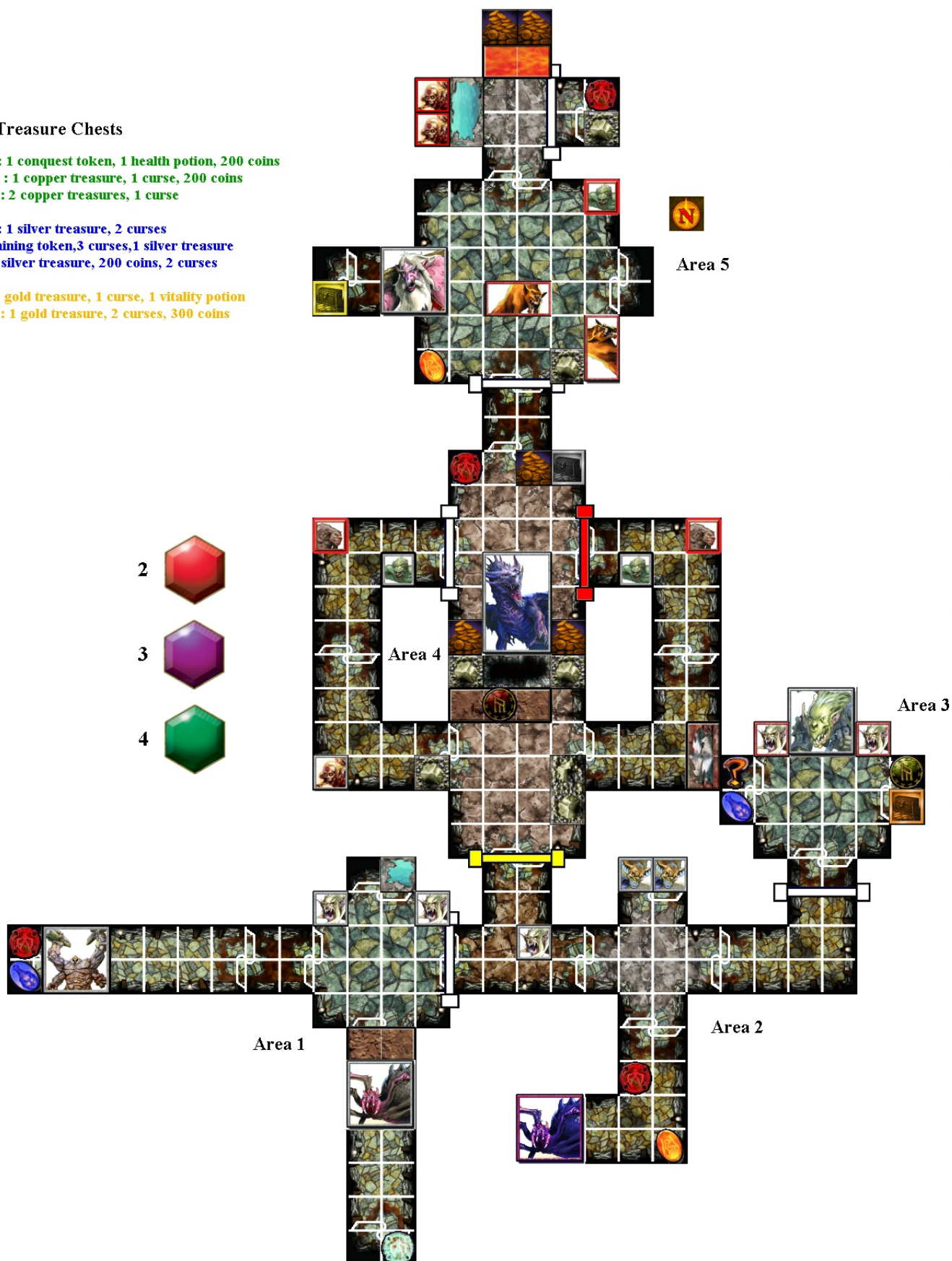
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The Cunning Shaman

By Warren M.

Scenario Background

In the course of your travels across the western rolling plains of Abalonia you come upon a small village where you decide to rest and gather supplies for the next leg of your journey. There is nothing really of interest about this sleepy farm-town. Just the usual agricultural folk puffing on pipes and swigging tasty beverages as the sun goes down. You hear rumors from locals of great fearsome dogs that come in the night to slaughter cows and sheep. The leader of the farmers, Gurnak, petitions your group to hunt down the beasts and slay them. It is believed that the beasts have a den in the old mines south of the village so your group heads off to get the job done.

Mission Goals

Your goal is to find the source of whatever is stealing livestock from the local village and destroy it. You start with 6 conquest tokens. (10 if using treachery)

Area 1

The dirty tunnel that you find yourself in smells like ass and a huge spider drops from the ceiling to welcome you .

Area 2

As you open the door you surprise a filthy beastman who whirls around and grunts in surprise. A yellow rune glows on a study door directly to your left and farther down the hall there are three different tunnels that branch off.

Area 3

When you open the door you see two fearsome red-eyed beastmen flanking a large smelly ogre on the far side of the room. "Time for killing yaaa ," says the ogre with an evil grin.

If the heroes step on the encounter marker they discover a loose stone in the wall. Behind that stone is a lever. Do they pull it? If they pull it the wall opens to reveal a large hall that is blocked by some rusty spinning blades. Heroes can now access the large hall through here. The room is not revealed until they step on the blades.

Area 4

Upon entering this area , a voice bellows from the darkness, "Who disturbs my rest? I smell humans ... come closer so I can see you better ..."

A dragon stirs on the other side of a pit which bisects the great hall.

Area 5

After opening this door you are greeted by two of the most horrible looking hounds you have ever seen. Their fire-red bodies indicate that they are indeed dogs from hell. One of them looks annoyed at being disturbed from chewing on a large slab of beef. "We got company!" yells a giant on the left and in the far right corner you see a green-skinned humanoid dressed in the robes of a shaman preparing a spell. This Ferrox Shaman is no doubt the criminal mastermind of this operation.

Important: The hellhounds are Elite here and have the Burn ability as well as 3 extra wounds and 1 extra armor. The Ferrox Shaman has the stats of a master ferrox except he also can choose to make magic attacks with a Sorcery 3 ability rolling 1 white, 1 yellow and 2 black dice. His magic attack will not trigger Bleed but it will Leech. He also has 8 extra wounds.

If the heroes kill the Shaman and his two dogs they have won; they gain 4 conquest tokens and the eternal gratitude of Gurnak and the other farmers.